

Kill Bill: THE GAME

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CODE NAME:

CONCEPT:
CURRENT
CLIENT:

ATTRIBUTES

PHYSICAL
Strength _____ ● 0000
Dexterity _____ ● 0000
Stamina _____ ● 0000

SOCIAL
Charisma _____ ● 0000
Manipulation _____ ● 0000
Appearance _____ ● 0000

MENTAL
Perception _____ ● 0000
Intelligence _____ ● 0000
Wits _____ ● 0000

ABILITIES

TALENTS
Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS
Animal Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Martial Arts _____ 00000
Melee _____ 00000
Performance _____ 00000
Stealth _____ 00000
Survival _____ 00000

KNOWLEDGES
Academics _____ 00000
Computer _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

ADVANTAGES

MANEUVERS
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

BACKGROUNDS
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

VIRTUES
(Lack of) Conscience _____ 00000
Self-Control _____ 00000
Courage _____ 00000

DEATH LIST

APATHY
0 0 0 0 0 0 0 0 0 0 0

WILLPOWER
0 0 0 0 0 0 0 0 0 0 0
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KATANA LEVEL
0 0 0 0 0 0 0 0 0 0 0



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KATANA DURABILITY

HEALTH
Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

DEATH TOLL

EXPERIENCE